Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-49 (Canceled)

50. (Previously Presented) A computer-implemented arm joint wrinkle simulation method which displays an object with one or more arm joint wrinkles, said method comprising the steps of:
(a) retrieving an image of said object from a data storage area, and
(b) simulating said one or more arm joint wrinkles on said object;
wherein said object comprises an arm;
said arm comprises an upper arm, a lower arm, and an arm joint;
said upper arm and said lower arm are connected by said arm joint;
an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable;
when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st length is displayed on or near said arm joint; and
when said arm joint angle value indicates a 2nd value, a wrinkle image of a 2nd length which is shorter than said 1st length is displayed on or near said arm joint,
wherein said 2nd value is larger than said 1st value.

51. (Previously Presented) A computer-implemented arm joint wrinkle simulation

method which displays an object with one or more arm joint wrinkles, said method comprising the steps of:

(a) retrieving an image of said object from a data storage area, and

(b) simulating said one or more arm joint wrinkles on said object;

wherein said object comprises an arm;

said arm comprises an upper arm, a lower arm, and an arm joint;

said upper arm and said lower arm are connected by said arm joint;

an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable;

when said arm joint angle value indicates a 1st value, a 1st amount of said one or more arm joint wrinkles is displayed on or near said arm joint;

wherein said 1st amount is a whole number;

when said arm joint angle value indicates a 2nd value, a 2nd amount of said one or more arm joint wrinkles is displayed on or near said arm joint;

wherein said 2nd amount is a whole number; and

wherein said 2nd value is larger than said 1st value and said 2nd amount is smaller than said 1st amount.

52. (Previously Presented) A computer-implemented arm joint wrinkle simulation method which displays an object with one or more arm joint wrinkles, said method comprising the steps of:

(a) retrieving an image of said object from a data storage area, and

(b) simulating said one or more arm joint wrinkles on said object;

wherein said object comprises an arm;

said arm comprises an upper arm, a lower arm, and an arm joint;
said upper arm and said lower arm are connected by said arm joint;
an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable;
when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st length is displayed on or near said arm joint and a 1st amount of said one or more arm joint wrinkles is displayed on or near said arm joint;
said 1st amount includes the number of said wrinkle image of said 1st length wherein said 1st amount is a whole number;
when said arm joint angle value indicates a 2nd value, a wrinkle image of a 2nd length which is shorter than said 1st length is displayed on or near said arm joint and a 2nd amount of said one or more arm joint wrinkles is displayed on or near said arm joint;
said 2nd amount includes the number of said wrinkle image of said 2nd length wherein said 2nd amount is a whole number; and
wherein said 2nd value is larger than said 1st value and said 2nd amount is smaller than said 1st amount.

53. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles ~~is/are~~are produced by a texture mapping method.

54. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles

~~is/are~~are expressed by ~~light colors and dark colors~~ light colors to indicate the non-shadow surfaces thereof and dark colors to indicate the shadow surfaces thereof.

55. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

56. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles ~~is/are~~are not displayed when said arm joint angle value indicates a 3rd value, wherein said 3rd value indicates approximately 180 degrees.

57. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.

58. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles ~~is/are~~are produced by a texture mapping method.

59. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles ~~is/are~~are expressed by ~~light colors and dark colors~~ light colors to indicate the

non-shadow surfaces thereof and dark colors to indicate the shadow surfaces thereof.

60. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

61. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles ~~is/are~~are not displayed when said arm joint angle value indicates a 3rd value, wherein said 3rd value indicates approximately 180 degrees.

62. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.

63. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles ~~is/are~~are produced by a texture mapping method.

64. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles ~~is/are~~are expressed by ~~light colors and dark colors~~ light colors to indicate the non-shadow surfaces thereof and dark colors to indicate the shadow surfaces

thereof.

65. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

66. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles ~~is/are~~are not displayed when said arm joint angle value indicates a 3rd value, wherein said 3rd value indicates approximately 180 degrees.

67. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.